WHAT IS CLAIMED IS:

1   1. A method of operating a gaming device, comprising:

2   determining an outcome amount associated with a total number of events; and

3   based on a parameter associated with a player, allocating the outcome amount

4   among the total number of events, wherein the total number of events is greater than one.

1   2. The method of claim 1, wherein the parameter associated with the player

2   comprises at least one of: (i) the outcome amount, and (ii) the total number of events.

1   3. The method of claim 1, wherein the parameter associated with the player

2   comprises at least one of: (i) a payout distribution preference, (ii) a payout frequency

3   preference, (iii) a payout magnitude preference, (iv) a payout location preference, (v) a

4   standard deviation associated with said allocating, (vi) a payout order preference, (vii) a

5   total wager amount, (viii) an event wager amount, (ix) a total time period, (x) a game

6   format, and (xi) a payout currency preference.

1   4. The method of claim 1, wherein the parameter associated with the player

2   comprises at least one of: (i) demographic information, (ii) psychographic information, and

3   (iii) player history information.

1   5. The method of claim 1, further comprising:

2   retrieving a stored indication of the parameter associated with the player.

1   6. The method of claim 1, further comprising:

2   receiving an indication of the parameter associated with the player.

1   7. The method of claim 6, wherein the indication is received from at least one of:

2   (i) the player, (ii) a player device, (iii) a controller, and (iv) an event result server.

1   8. The method of claim 6, wherein said receiving is performed via at least one of:
2   (i) a communication network, (ii) the Internet, and (iii) a telephone network.

1   9. The method of claim 1, wherein said determining comprises receiving an
2   indication of the outcome amount.

1   10. The method of claim 9, wherein said receiving comprises receiving the
2   indication from at least one of: (i) a player device, (ii) a controller, and (iii) an event result
3   server.

1   11. The method of claim 9, wherein said receiving is performed via at least one of:
2   (i) a communication network, (ii) the Internet, and (iii) a telephone network.

1   12. The method of claim 1, wherein said determining comprises retrieving a stored
2   indication of the outcome amount.

1   13. The method of claim 1, wherein said determining comprises randomly
2   generating the outcome amount.

1   14. The method of claim 1, wherein said allocating is performed by at least one of:
2   (i) a controller, and (ii) an event result server.

1   15. The method of claim 1, wherein said allocating is performed by a player
2   device.

1   16. The method of claim 15, wherein the player device comprises at least one of:
2   (i) a personal computer; (ii) a portable computing device; (iii) a personal digital assistant;
3   (iv) a telephone; (v) a wireless telephone, (vi) a pager, (vii) a kiosk, (viii) a point of sale
4   terminal, and (ix) an automated teller machine.

1   17. The method of claim 1, wherein said allocating comprises:
2   selecting a subset of the total number of events; and
3   allocating the outcome amount among the subset of the total number of events.

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18. The method of claim 1, wherein said allocating comprises:

determining a plurality of event outcomes based on the outcome amount; and

associating each of the event outcomes with one of the total number of events.

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19. The method of claim 1, wherein said allocating is based on at least one of: (i) a

predetermined formula, (ii) a stored outcome table, and (iii) a random process.

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20. The method of claim 1, wherein said determining comprises:

determining a plurality of outcome amounts associated with a prior total number of

events, the prior total number of events being different than the total number of events.

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21. The method of claim 20, wherein said allocating comprises allocating the

plurality of outcome amounts among the total number of events.

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22. The method of claim 1, wherein said determining comprises:

determining a plurality of outcome amounts associated with a prior total number of

events, the prior total number of events being less than the total number of events.

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23. The method of claim 22, wherein the prior total number of events is one.

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24. The method of claim 1, wherein said determining comprises:

determining a plurality of outcome amounts associated with a prior total number of

events, the prior total number of events being more than the total number of events.

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25. The method of claim 1, wherein said allocating comprises associating an event

payout amount with at least one of the total number of events.

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26. The method of claim 25, wherein said allocating comprises associating a

plurality of event payout amounts with a plurality of the total number of events.

00-018 Application as filed

1   27. The method of claim 26, wherein at least one of the plurality of event payout
2   amounts comprises a negative amount.

1   28. The method of claim 25, further comprising:
2   displaying the event payout amount to the player.

1   29. The method of claim 25, further comprising:
2   arranging for the player to provide payment of an amount based on a total wager
3   amount;
4   revealing the event payout amount to the player; and
5   arranging for the player to receive payment of an amount associated with the event
6   payout amount.

1   30. The method of claim 1, further comprising:
2   arranging for the player to provide payment of an amount based on a total wager
3   amount; and
4   arranging for the player to receive payment of an amount associated with the
5   outcome amount, wherein the outcome amount is based at least in part on the total wager
6   amount and a random process.

1   31. The method of claim 1, further comprising:
2   re-allocating the outcome amount among the total number of events.

1   32. The method of claim 1, further comprising:
2   re-allocating the outcome amount among a subsequent total number of events, the
3   subsequent total number of events being different than the total number of events.

1   33. The method of claim 1, wherein each of the total number of events is associated
2   with an electronic representation of a scratch-off type instant game ticket.

1   34. A method of operating a gaming device, comprising:
2   arranging for a player to provide payment of an amount based on a total wager
3   amount;

4   determining an outcome amount in response to the player providing the total wager

5 amount;

6   based on a parameter associated with the player, distributing the outcome amount

7 among a plurality of scratch-off type instant game tickets;

8   revealing to the player a result associated with at least one of the scratch-off type

9 instant game tickets; and

10   arranging for the player to receive payment of an amount associated with the result.

1   35. A computer-implemented method of facilitating instant lottery ticket game

2 play, comprising:

3   arranging for a player to provide payment of an amount based on a total wager

4 amount;

5   receiving, via a communication network, an indication of an outcome amount

6 associated with an original number of lottery tickets;

7   allocating the outcome amount among the original number of lottery tickets;

8   determining a modified number of lottery tickets;

9   re-allocating the outcome amount among the modified number of lottery tickets

10 according to at least one of: (i) a predetermined rule, (ii) a predetermined formula, (iii) a

11 stored outcome table, and (iv) a random process, wherein said re-allocating comprises

12 associating a lottery ticket payout amount with at least one of the modified number of

13 lottery tickets;

14   revealing the lottery ticket payout amount to the player; and

15   arranging for the player to receive payment of an amount associated with the lottery

16 ticket payout amount.

1   36. A game apparatus, comprising:

2   a processor; and

3   a storage device in communication with said processor and storing instructions

4 adapted to be executed by said processor to:

5   determine an outcome amount associated with a total number of events, and

41

6   based on a parameter associated with a player, allocate the outcome amount

7   among the total number of events, wherein the total number of events is greater

8   than one.

1   37. The apparatus of claim 36, wherein said storage device further stores at least

2   one of: (i) a game database, (ii) a game session database, (iii) a player database, and (iv) an

3   event database.

1   38. The apparatus of claim 36, further comprising:

2   a communication device coupled to said processor and adapted to communicate

3   with at least one of: (i) an event result server, (ii) a player device, and (iii) a controller.

1   39. A medium storing instructions adapted to be executed by a processor to

2   perform a method of operating a gaming device, said method comprising:

3   determining an outcome amount associated with a total number of events; and

4   based on a parameter associated with a player, allocating the outcome amount

5   among the total number of events, wherein the total number of events is greater than one.

1   40. A method of operating a gaming device, comprising:

2   determining an expected value associated with a player; and

3   based on a parameter associated with the player, allocating the expected value

4   among a total number of events.

1   41. A method of operating a gaming device, comprising:

2   determining an outcome amount associated with a player; and

3   based on a parameter associated with a player, allocating the outcome amount over

4   at least one of: (i) time, and (ii) a representation of space.

1   42. A method of operating a lottery device, comprising:

2   arranging for a player to provide, via a payment identifier, payment of a total wager

3   amount;

4   transmitting an indication associated with the total wager amount to a controller;

42

5   receiving an indication associated with a total payout amount from the controller;

6   receiving from the player an indication associated with a total number of lottery

7   events;

8   based on a parameter associated with the player, allocating the total payout amount

9   among the total number of lottery events;

10   revealing at least a portion of the total payout amount; and

11   arranging for the player to receive, via the payment identifier, payment of the total

12   payout amount.

1   43. A method of facilitating game play, comprising:

2   determining an outcome amount associated with a player; and

3   allocating the outcome amount among a total number of events.

1   44. The method of claim 43, wherein each of the total number of events comprises

2   an instant lottery ticket.

1   45. A method of facilitating game play, comprising:

2   determining an outcome amount; and

3   based on a parameter associated with a player, allocating the outcome amount

4   among a total number of events.

1   46. The method of claim 45, wherein each of the total number of events comprises

2   an instant lottery ticket.

1   47. A method of operating a gaming device, comprising:

2   determining a plurality of outcome amounts associated with a prior total number of

3   events, the prior total number of events being more than a modified number of events; and

4   allocating the outcome amounts among the modified number of events.

1   48. The method of claim 47, wherein the modified number of events is one.

1   49. A method of operating a gaming device, comprising:

43

2   determining a series of event results for an original number of events; and

3   allocating the series of event results among a modified number of events, both the

4   original number of events and the modified number of events being greater than one.

1   50. The method of claim 49, wherein the original number of events equals the

2   modified number of events.

1   51. The method of claim 49, wherein the original number of events does not equal

2   the modified number of events.

1   52. A method of operating a gaming device, comprising:

2   determining a series of event results for an original number of events, each of the

3   series of event results being associated with a value within a predetermined range; and

4   allocating the series of event results among a modified number of events using at

5   least one value outside of the predetermined range.

1   53. A method of operating a gaming device, comprising:

2   determining a series of event results for an original number of events, none of the

3   series of event results being associated with a negative value; and

4   allocating the series of event results among a modified number of events using at

5   least one negative value.

44